



OPERATOR'S MANUAL



PARODIUS パロディウスだ!™

© KONAMI 1990

— 神話からお笑いへ —

WARNING

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Technical Information

- (1) Required power capacity
GND-Vcc 5V 5A or more
GND-(+12V) *See the Wiring Diagram.
- (2) Output
R(red) analog, positive
G(green) analog, positive
B(blue) analog, positive
SYNC. H-V complexed, negative
- (3) The monitor should be vertically installed.
- (4) Use the volume knob on the PCB to adjust sound level. Turn the knob clockwise and it becomes louder.
- (5) Handle with care.

Sound Output

Note: Mono and Stereo sound cannot operate simultaneously.

FOR MONAURAL OUTPUT

Connect the stereo-mono switching connector to mono side. Wire the 56PIN edge connector to the loud speaker. Use L-volume control to adjust sound level.

FOR STEREO OUTPUT

Connect the stereo-mono switching connector to stereo side. Wire the "SOUND OUT" connector to each channel. Use R-volume control to adjust sound level on the right hand channel. Use L-volume control for the left hand channel.

*See the Wiring Diagram.

Play Instruction

- 1 or 2 players alternately.
- Selects ship from choice of Vic Viper, Octopus, Twinbee and Pentaroh.
- Selects either MANUAL or AUTOMATIC power-up. In AUTOMATIC mode, you can get power-up automatically. Use only B button for both normal and missile shoot.
- Destroy a red enemy or enemies in formation and pick up power capsules. Press A button to get the power-up item lit up on the power meter (in MANUAL mode only). Power-up items are; Speed Up, Missile, Double, Laser, Option, !? , Shield. Player will lose all previously held power-ups when he gets the !? item. From time to time a roulette capsule appears. When you get it, the power-up items light up sequentially. Press A button, and the light stops on a certain power-up item. There is no roulette capsule in the AUTOMATIC mode.
- Capture bells for other power-ups: Bonus score (Yellow), Super bomb (Blue), Mega-phone (White), Increase size (Green), Up-/downward laser. You can change the colour of the bell power-up by shooting it. You can get White and Green bell power-ups by simply capturing the bells. Red and Blue power-ups can be obtained by capturing the bells and used by pressing C button. You can store up to 3 blue and red bell power-ups. If you then get another bell power-up, you will lose the power-ups previously stored.
- Continuation is available by pressing Start button within 10 seconds of Game Over.
- There are 10 stages in the game. The game is over when the second round is cleared.

Self Test

Normal: OK will be displayed. Then the game will start.

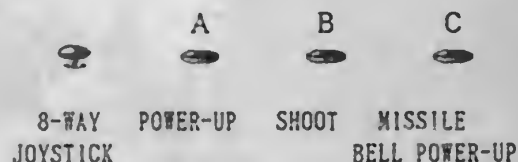
Abnormal: BAD will be displayed and self test will repeat itself.

Manual Test

- (1) How to start
Turn on the power while the SW3 of the DIP SWITCH No.3 is on. Push player 1 Start button to change items.
- (2) Test items
 - 1. ROM check
 - 2. Picture contortion
 - 3. Color check
 - 4. I/O check
 - 5. Sound check
 - 6. Dip switch settings

* Push player 2 start button to change sound code.

Control Panel



DIP SWITCH SETTINGS

DIP SWITCH NO.1 SETTINGS

1. COIN SWITCH NO.1 SETTINGS

SW	1	2	3	4	COIN	PLAY
○	OFF	OFF	OFF	OFF	1	1
	ON	OFF	OFF	OFF	1	2
	OFF	ON	OFF	OFF	1	3
	ON	ON	OFF	OFF	1	4
	OFF	OFF	ON	OFF	1	5
	ON	OFF	ON	OFF	1	6
	OFF	ON	OFF	OFF	1	7
	ON	ON	OFF	OFF	2	1
	OFF	OFF	OFF	ON	2	3
	ON	OFF	OFF	ON	2	5
	OFF	ON	OFF	ON	3	1
	ON	ON	OFF	ON	3	2
	OFF	OFF	ON	ON	3	4
	ON	OFF	ON	ON	4	1
	OFF	ON	ON	ON	4	3
	ON	ON	ON	ON	FREEPLAY	

FREEPLAY: You can play games without coins.

2. COIN SWITCH NO.2 SETTINGS

SW	5	6	7	8	COIN	PLAY
○	OFF	OFF	OFF	OFF	1	1
	ON	OFF	OFF	OFF	1	2
	OFF	ON	OFF	OFF	1	3
	ON	ON	OFF	OFF	1	4
	OFF	OFF	ON	OFF	1	5
	ON	OFF	ON	OFF	1	6
	OFF	ON	OFF	OFF	1	7
	ON	ON	OFF	OFF	2	1
	OFF	OFF	OFF	ON	2	3
	ON	OFF	OFF	ON	2	5
	OFF	ON	OFF	ON	3	1
	ON	ON	OFF	ON	3	2
	OFF	OFF	ON	ON	3	4
	ON	OFF	ON	ON	4	1
	OFF	ON	ON	ON	4	3
	ON	ON	ON	ON	VOID	

DIP SWITCH NO.2 SETTINGS

1. THE NUMBER OF PLAYER'S LIFE

SW	1	2	NUMBER
○	OFF	OFF	2
	ON	OFF	3
	OFF	ON	4
	ON	ON	7

2. CHANGE OF TABLE/UPRIGHT

SW	3	TYPE
○	OFF	TABLE
	ON	UPRIGHT

3. BONUS LIFE

SW	4	5	BONUS LIFE
○	OFF	OFF	AT 20.000PTS AND 80.000PTS
	ON	OFF	AT 30.000PTS AND 100.000PTS
	OFF	ON	AT 20.000PTS ONLY
	ON	ON	AT 70.000PTS ONLY

4. DIFFICULTY OF THE GAME

SW	6	7	DIFFICULTY
○	OFF	OFF	EASY
	ON	OFF	NORMAL
	OFF	ON	DIFFICULT
	ON	ON	VERY DIFFICULT

5. SOUND IN ATTRACTIVE MODE

SW	8	SOUND
○	OFF	OFF
	ON	ON

DIP SWITCH NO.3 SETTINGS

1. VIDEO SCREEN FLIP

SW	1	
○	OFF	NORMAL
	ON	UPSIDE DOWN

2. SINGLE/DUAL UPRIGHT CONTROL

SW	2	
○	OFF	SINGLE CONTROL UPRIGHT
	ON	DUAL CONTROL UPRIGHT

3. CHANGE OF MODE

SW	3	MODE
○	OFF	GAME MODE
	ON	TEST MODE

SW4 is not used.

○ shows recommended settings.

WIRING DIAGRAM

